

REMARKS

Claims 35-66 are pending in this application. By this Amendment, claims 1-34 are cancelled and claims 35-66 are added.

The courtesies extended to Applicant's representative by Examiners Capron and Harrison at the interview held March 2 are appreciated. The reasons presented at the interview as warranting favorable action are incorporated into the remarks below and constitute the record of the interview.

I. The Claims Define Patentable Subject Matter

The Office Action rejects claims 1-7, 10-24 and 27-34 under 35 U.S.C. §102(b) as anticipated by U.S. Patent No. 5,704,837 to Iwasaki et al., and claims 8-9 and 25-27 are rejected under 35 U.S.C. §103(a) as unpatentable over Iwasaki. These rejections are respectfully traversed.

The applied art does not teach, disclose or suggest determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint and for controlling an action of the first computer object according to the determination and generating an image containing the image of the first computer object as claimed in claim 35 and similarly claimed in claim 51.

As best shown in Fig. 10 of Iwasaki, Iwasaki does not illustrate determining whether or not an intervening object 82 is present between the player's object 500A and the computer object 500B. Moreover, in Fig. 10, the computer object 500B is not controlled by a computer according to the determination. As disclosed in col. 12, lines 23-26 of Iwasaki and Fig. 11 of Iwasaki, the computer object 500B rotating about its own rotational axis to aim and counterattack the player's object 500A. As such, this disclosure does not mean that the computer object 500B is controlled by computer based on the determination of whether or not an intervening object 82 is present between the player's object 500A and the computer 500B.

Further, Iwasaki is directed to improving the motion of a movable game object, such as causing translation, rotation and curvilinear motion of the object. A player is allowed to use first and second steering units 12, 14 to input first and second propulsion vectors to the movable game object. As discussed with Figs. 10 and 11, the steering leverage 12 and 14 can be operated in combination to control the player's future tank 500 so that it will move forward or backward, turn along a curved line, rotate about its own rotational axis and translate in all directions.

As best shown in Fig. 10, the object of Iwasaki is to provide a unique motion to the player's tank. Accordingly, if the enemies future tank 500B lies behind obstacle 82, the player can take a hit-and-away strategy that he or she operates the trigger buttons 22 and 24 while making an escape with the future tank 500A in the lateral direction. Further, the tank can also translate in an arcuate line as shown by 500A-1 and 500A-2. Additionally, the enemy future tank 500B may rotate about its own axis to aim and counterattack the escaping player's future tank as shown in Fig. 11.

According to the claim features of the present application discussed above, even if any trouble occurs due to the intervening object, the action of the first computer object can be properly controlled. As such, it is desirable to a person playing the game that the first computer object is controlled not to act on the player. The applied art does not teach, disclose or suggest the features of the claims discussed above nor the advantages provided by those features.

The tanks 500A and 500B are controlled by the respective players and can be moved in various turning/rotating motions in addition to forward, backward and translating motions. However, this disclosure by Iwasaki does not anticipate the claimed feature of determining whether or not an intervening object intervenes. In Iwasaki the players see the obstacle 82 and maneuver their tanks around the obstacle to shoot at the enemy. Thus, the player is the

one who determines whether the player's object should move around obstacles set forth in the game.

Moreover, Applicant respectfully directs the Examiner's attention to the distinctions between the present invention and Iwasaki found in the specification at page 17, line 11 to page 30, line 3.

For example, as discussed in the specification on page 24, line 17, in order to avoid the problem of a player being hit by a shot from an enemy character C1 located at a position invisible for the player penetrating through the obstruction OB or other enemy character C2, an embodiment of the present invention takes the following techniques.

It is first determined whether or not any obstruction (or intervening object) intervenes between an enemy character and a player's viewpoint (or player's character.)

More particularly, a line connecting between the enemy character C1 and the viewpoint VP (or player's character P) is determined, as shown by H1 in Fig. 9. This is attained by emitting a light ray from the enemy character C1 toward the viewpoint VP. It is then determined whether or not the obstruction OB exists on that line.

According to the determination, the action of the enemy character is controlled such that the attack (or action) of the enemy character will not be applied to the player.

Furthermore, other embodiments of the present invention, such as for example as discussed in the specification at page 28, line 9, have additional advantages over Iwasaki.

II. Conclusion

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable reconsideration and prompt allowance of claims 35-66 are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,



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Attachments:

Petition for Extension of Time
Amended Abstract

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